



FIG. 2

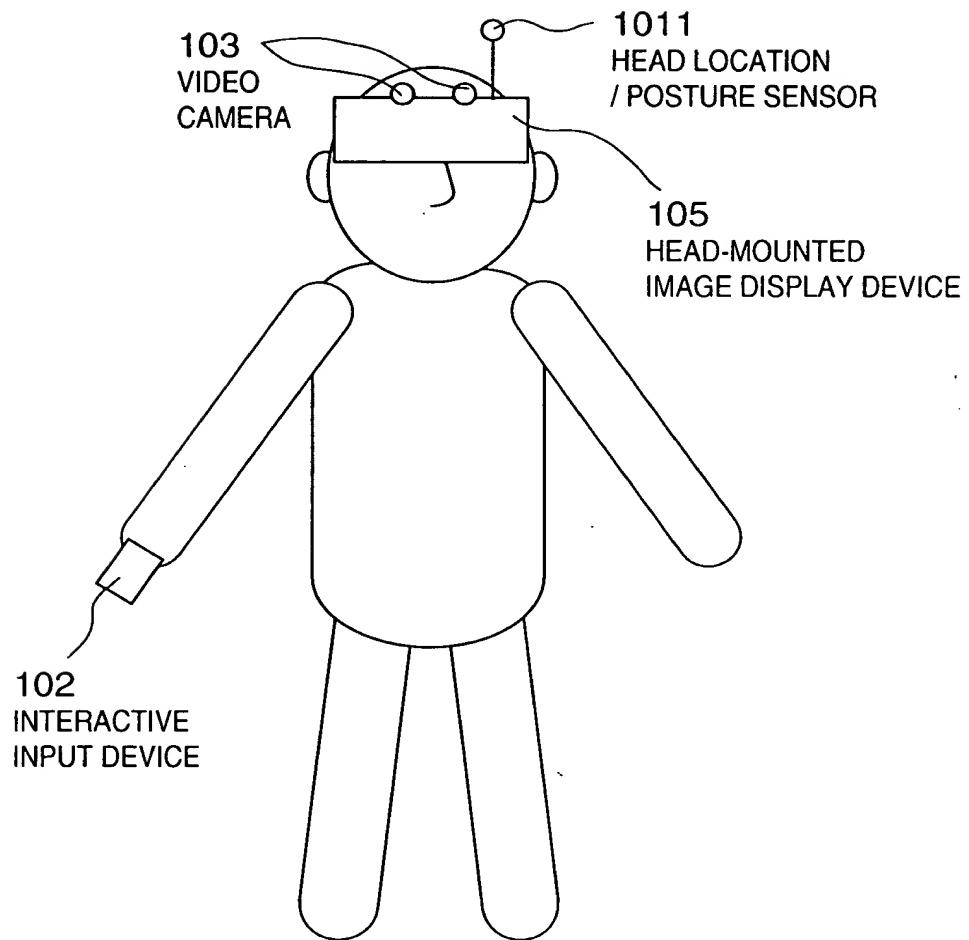


FIG. 3A

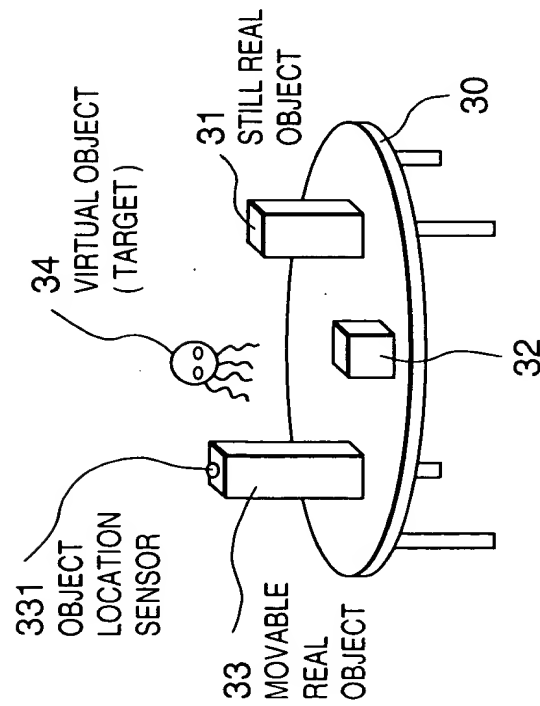


FIG. 3B

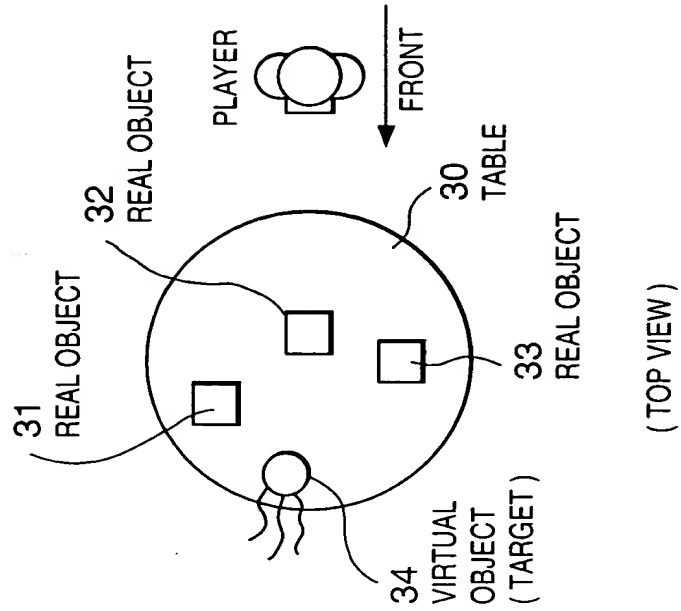


FIG. 4

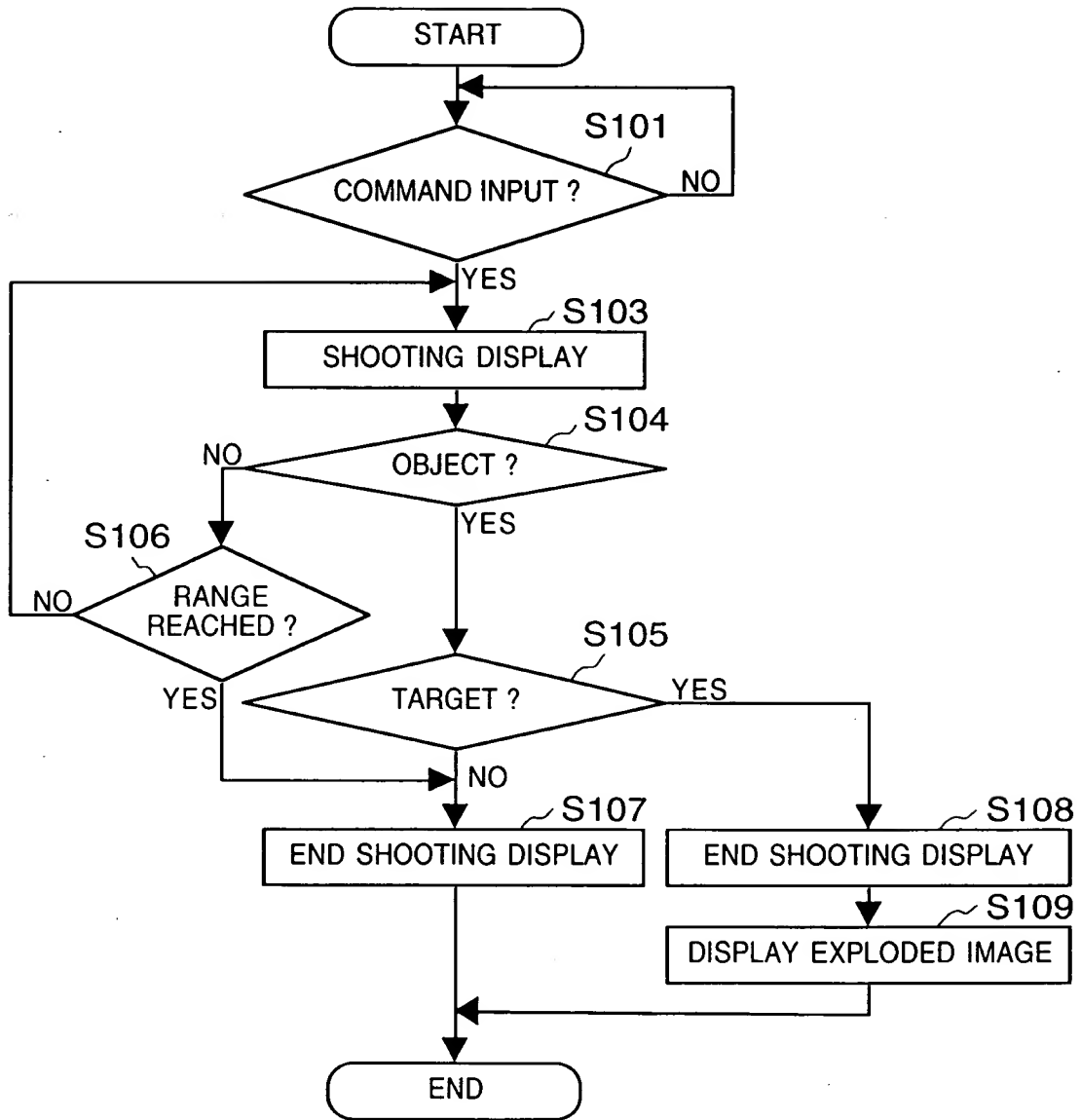
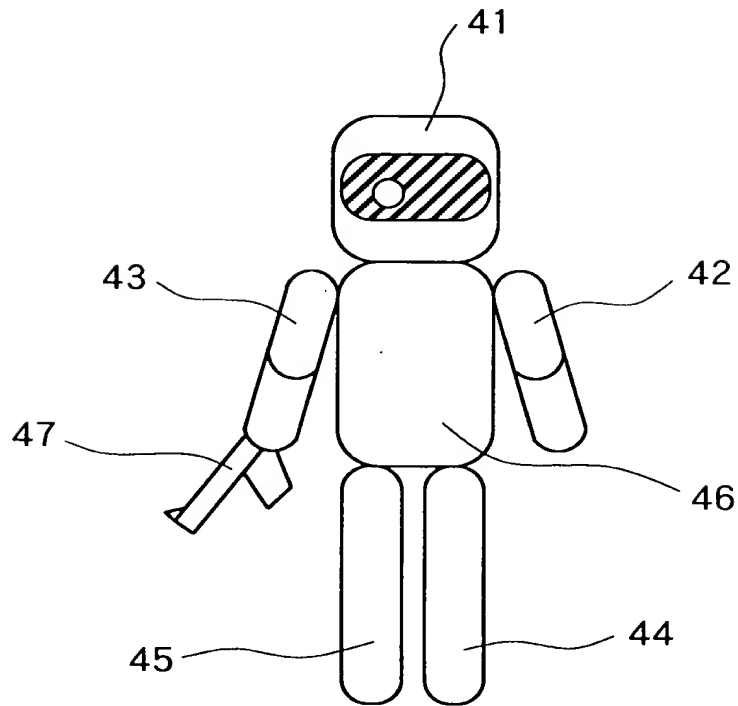


FIG. 5



002220 26207560

FIG. 6A

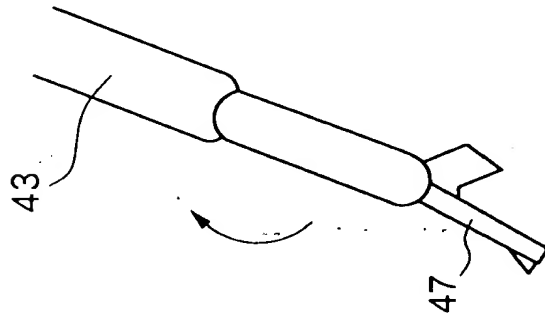


FIG. 6B

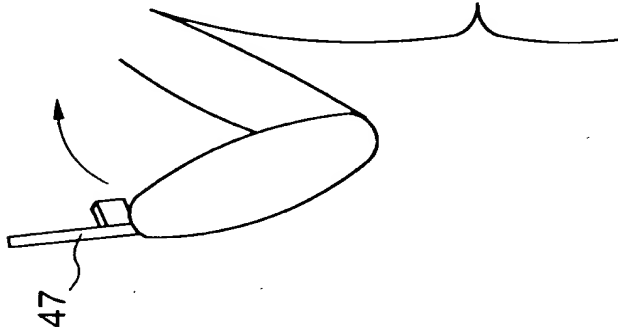


FIG. 6C

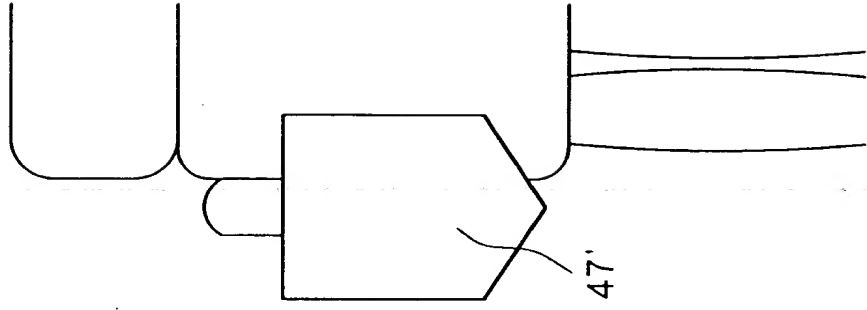


FIG. 7

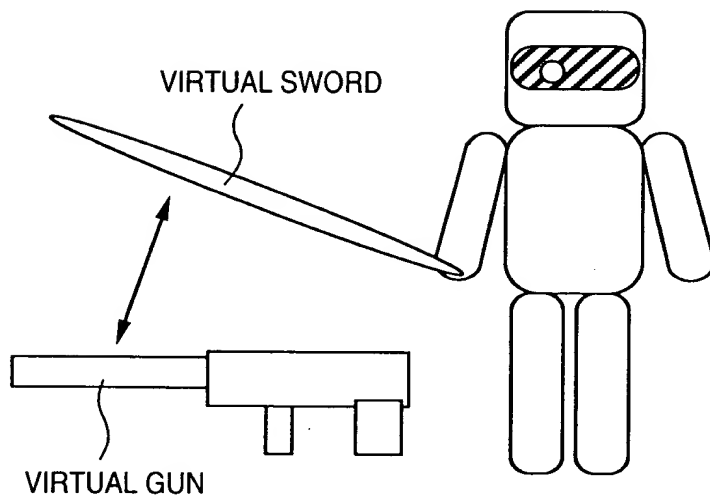


FIG. 8B

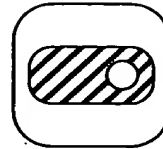


FIG. 8A

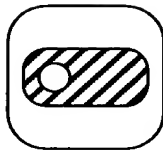


FIG. 8C

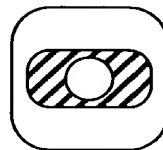


FIG. 8D

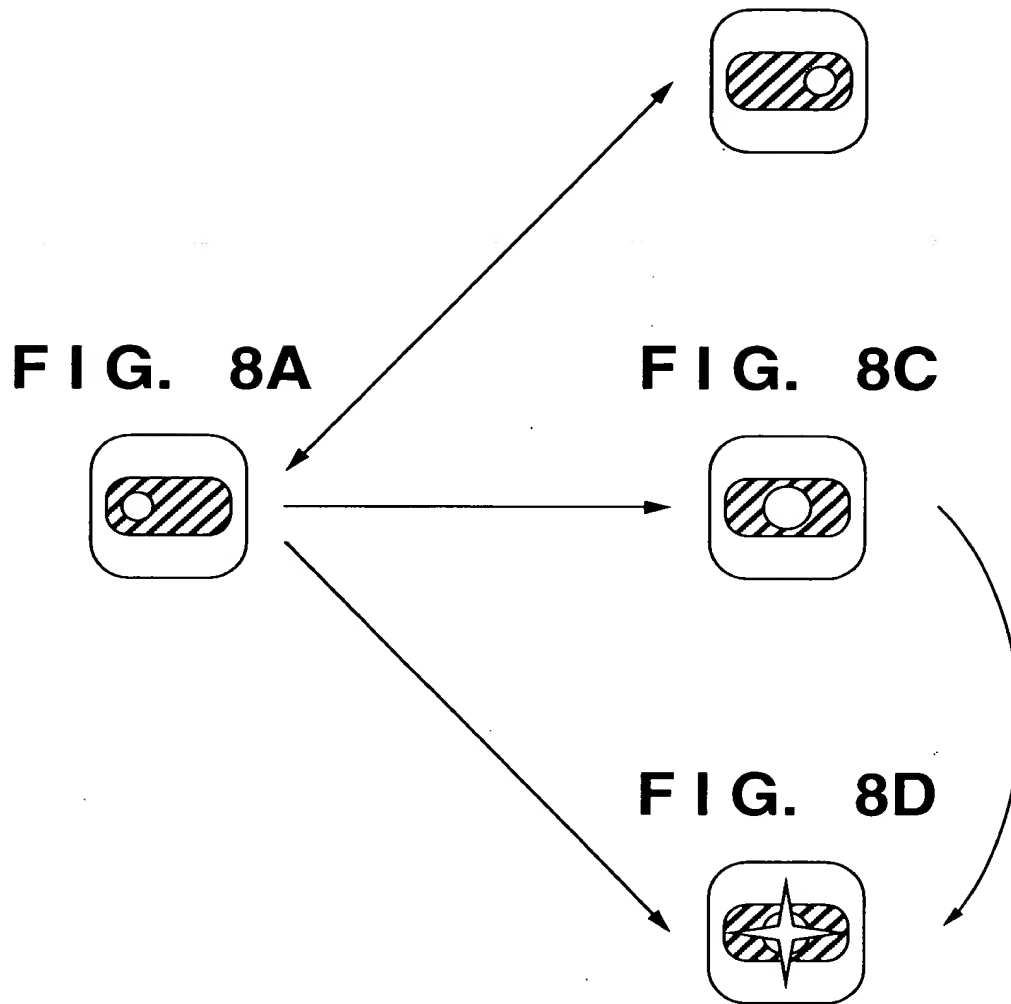
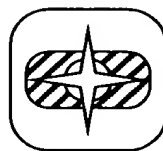


FIG. 9

ANGLE a : ANGULAR DIFFERENCE BETWEEN VISUAL AXIS
DIRECTION OF PLAYER 1 AND DIRECTION TO PLAYER 2

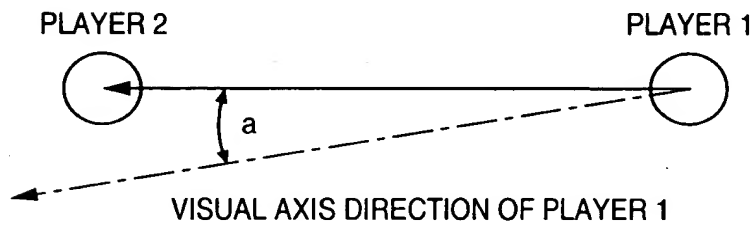


FIG. 10

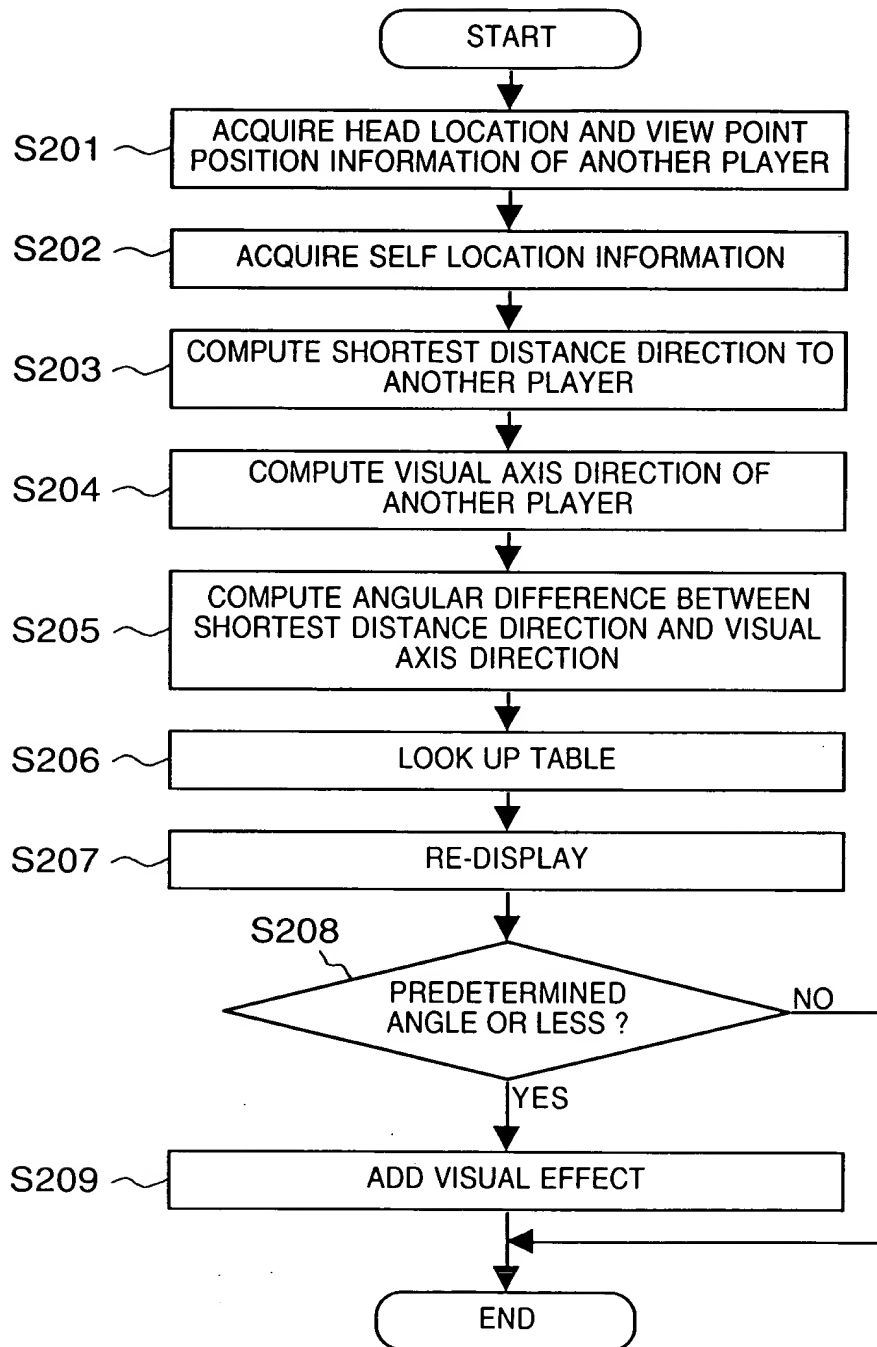


FIG. 11A

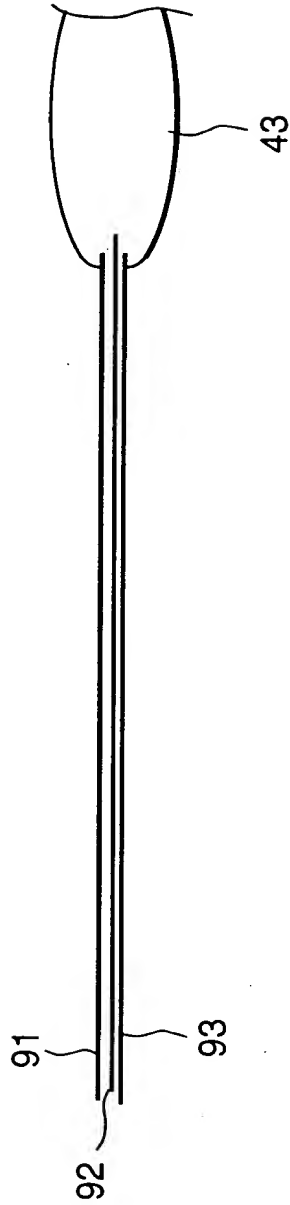


FIG. 11B

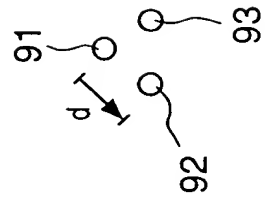


FIG. 12C

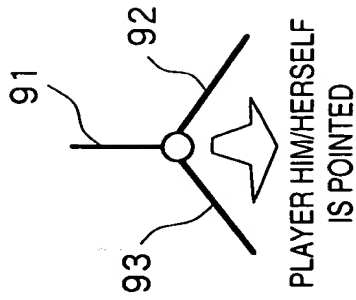


FIG. 13

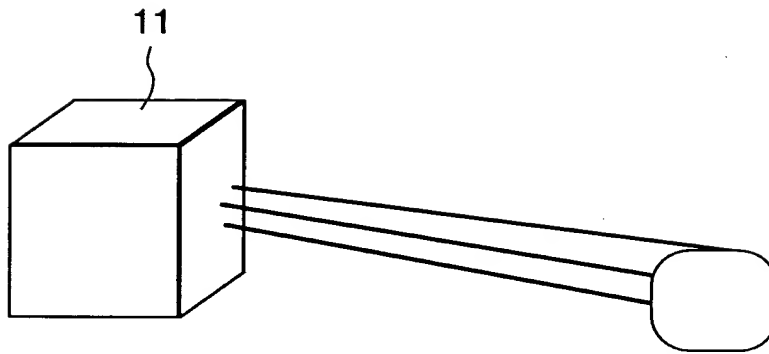


FIG. 14

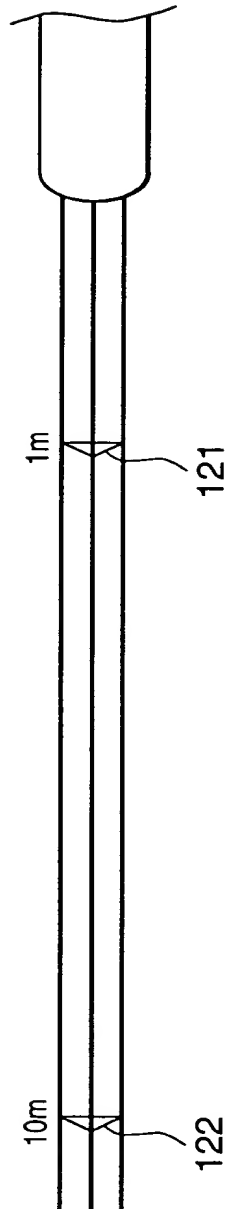


FIG. 15



FIG. 16
(PRIOR ART)

